

Assignment - 4

Ans-1-

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
int main( )
```

{

```
    printf ("Hello Students") ;
```

```
    getch() ;
```

}

Ans-2.

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
int main( )
```

{

```
    printf ("Hello\n Students") ;
```

```
    printf ("Hello \n Students") ;
```

}

Ans-3

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
int main( )
```

{ P }

```
    printf ("Teacher's Day") ;
```

```
    getch() ;
```

}

Ans - 5 #include <stdio.h>
 #include <conio.h>
 int main()
 {
 printf(" \n"); // new line = \n
 }

Ans - 6 #include <stdio.h>
 #include <conio.h>
 int main()
 {
 int a = 5;
 printf(" a=%d", a); // %d = formatted specifier
 getch();
 }

Ans - 7 #include <stdio.h>
 #include <conio.h>
 int main()
 {
 int a = 5;
 char m = 'A';
 float f = 5.6f;
 printf("a=%d b=%c c=%f", a, m, f);
 getch();
 }

Ans - 8
`%i` = a decimal integer
`%g` = point short value after decimal
`%lf` = point double value.

Ans - 9 - `#include <stdio.h>`
`int main()`

{

```
char c1 = 'A';
printf(" x=%c\n", c1);
char c2 = 65;
printf(" y=%c ", c2);
```

}

Ans - 10 An easy method of converting decimal to binary numbers equivalents is to write down the decimal number and continually divide by 2 to give a result and a remainder of either a 1 or a 0 until the final result equals zero.